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FARAMIR'S RANGERS LAUNCH
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Brought to you by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce
Designer: Christine Lacey
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Production Controller: Mark Sanders-Barwick

ISBN 0 7489 6448 7 N26 04 01 21 Printed in Italy.

Editorial and design:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Design Manager: Rowland Cox
Editor: Graham Davey
Layout: Darius Hinks, Peter Borlace & Christian Dunn
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Alessio Cavatore, Matthew Ward & Rick Priestley

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British Cataloguing-in-Publication Data:
A catalogue record for this product is available from the British Library.

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Rangers of Gondor™

Drawn from the best hunters, woodsmen and fighters of Gondor, these Rangers are experts in tracking enemy movements and ambushing their formations. In these dark times, nowhere is more in need of their protection than the woods of Ithilien.

Ithilien is a lush land of forest and vale, once an important province of Gondor. Since the rise of Minas Morgul and Mordor, the land has fallen from Gondor's rule. It has not been abandoned completely to the enemy though – Rangers from Gondor have infiltrated the land. Striking from their secret hideouts, bands of these warriors harry the intruders, ambushing enemy formations whilst they are marching and therefore vulnerable, inflicting grievous casualties before melting back into the safety of the woods around them. Without the Rangers' attacks, Mordor's armies would move unhindered, able to gather in even greater numbers than already possible. The current Captain of the Rangers of Gondor is the Steward's own son, Faramir. A deadly warrior and keen archer, Faramir has the loyalty of his men but the contempt of his father. In the wilds of Ithilien, he captures two Hobbits, one of which turns out to be the bearer of The One Ring. Presented with a chance to prove his worth to his father, Faramir decides to take The Ring to Gondor.

In this Pack of *Battle Games in Middle-earth*, we explore some more of the lands of Gondor. Playing the Game provides the Characteristic Profiles for some of the most notable lords of Gondor, while the Battle Game recreates one of Faramir's most dangerous attacks. Painting Workshop shows you how to paint your Faramir model in the greens and browns that will allow him to blend in with the surrounding woodland. Finally, Modelling Workshop shows you some simple ideas for creating roads and pathways.

> *'A chance for Faramir,*
> *Captain of Gondor,*
> *to show his quality.'*
>
> FARAMIR™

◄► CAPTAIN OF THE RANGERS

Faramir knows his duty is to his father and his country.

Lords of Gondor™

From the Kings of old to the Stewards of today, Gondor's lords have always been figures of tales and legends. Their heroic exploits can now be recreated in your Battle Games by using the following profiles.

The nation of Gondor is filled with noble lords and loyal Captains. It is through their valour that the hordes of Mordor are held at bay. Denethor, the current Steward, struggles to rule as the forces of Mordor besiege his lands. His sons, the two greatest champions of Minas Tirith, are far from home. His eldest son, Boromir, lies dead, killed during his journeys with The Fellowship of The Ring. Faramir and his Rangers are in Ithilien, harrying enemy forces as they flock to join the Dark Lord's armies.

◄ STEWARD OF GONDOR
Denethor carries the weight of Gondor on his troubled shoulders.

Denethor, Steward of Gondor (Points value: 15)

Once a great man, the Steward of Gondor is now weary with the responsibility of leading his people during such dark times. The loss of his favoured son, Boromir, upon whom the old man had placed what little hope he had left, has proven an almost unbearable pain, seriously threatening the health of Denethor's mind.

F	S	D	A	W	C	Move	M	W	F
5/-	4	5	2	2	5	14cm/6"	0	3	0

Wargear:
Sword (hand weapon) and armour.

Broken Mind: Denethor is subject to dangerous fits of madness. At the start of every turn, before players roll for priority, the Good player must take a Courage test for Denethor. If the test is passed, all is fine. If the test is failed, the Evil player controls Denethor as if he was one of his models. The only difference from other Evil models is that Good models cannot target Denethor with missile fire, or magical powers that cause damage and cannot strike blows against him if they beat him in a fight.

Boromir of Gondor (Points value: 105)

Boromir was a mighty warrior and the son of Denethor, Steward of Gondor. His forefathers ruled Gondor since the long past days of the Kings, protecting the lands of Middle-earth against the evil of Mordor. Boromir was the greatest warrior of the entire Fellowship yet his will was fatally weak and his doubts about their quest almost destroyed its chances of success.

F	S	D	A	W	C	Move	M	W	F
6/-	4	6	3	3	6	14cm/6"	6	1	0

Wargear:
Armour, shield, sword (hand weapon) and the Horn of Gondor.

Options:

Horse	10 pts

The Horn of Gondor: The blast of Boromir's fearsome horn is enough to drain the bravest foe of resolve. Boromir can blow the horn at the start of his fight if two or more models are in combat with him. The enemy combatant with the highest Courage value must immediately take a Courage test. If this test is passed, the combat is fought as normal. If the test is failed, Boromir automatically wins the fight and can strike blows against his enemies as usual.

Horse: See Pack 23 for the profile for a horse.

Faramir, Captain of Gondor (Points value: 70)

Faramir is the second son of the Steward of Gondor and the younger brother of Boromir – he is also a brave warrior and the leader of the Rangers of Gondor. His men are expert forest fighters who are able to merge into and move amongst the undergrowth undetected, ambushing enemy columns and putting the foe to flight with clouds of well-aimed arrows.

F	S	D	A	W	C	Move	M	W	F
5/3+	4	5	2	2	5	14cm/6"	3	2	2

Wargear:
Sword (hand weapon) and armour.

Options:

Heavy armour	5 pts
Bow	5 pts
Lance	5 pts
Horse	10 pts

Heavy Armour: If Faramir wears heavy armour, he adds 1 to his Defence value, taking it to 6.

Horse: See Pack 23 for the profile for a horse.

Captain of the Rangers of Gondor (Points value: 50)

The austere Captains of the Rangers of Ithilien have fought alongside Faramir in the wilds for a long time and their knowledge of the land is indispensable when planning their raids and ambushes. Skilled at close quarters as well as with a bow, Ranger Captains are useful fighters in any combat.

F	S	D	A	W	C	Move	M	W	F
4/3+	4	5	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon), bow and armour.

King Elessar (Points value: 175)

After the Battle of Helm's Deep, Elrond presents Aragorn with Andrúil, Flame of the West – a sword forged from the shards of the ancient Narsil, the blade that cut The Ring from the hand of Sauron. Using this as a symbol of his birthright, Aragorn takes the name Elessar and claims the throne of Gondor. In Minas Tirith, before the hosts of the west set forth for the final confrontation at the Black Gate of Mordor, Aragorn acquires heavy armour emblazoned with the White Tree of Gondor. When playing scenarios set during *The Return of the King*, use the following characteristic profile for Aragorn.

F	S	D	A	W	C	Move	M	W	F
6/3+	4	5	3	3	6	14cm/6"	3(+1)	3	3

Wargear:
Sword (hand weapon).

Options:

Andrúil, Flame of the West	75 pts
Armour	5 pts
Heavy armour	10 pts
Bow	5 pts
Horse	10 pts

Andrúil, Flame of the West: When fighting with Andrúil, Aragorn never needs to roll more than 4+ to score a wound, regardless of the opponent's Defence. His rolls to wound can be modified by using Might as normal.

Armour: Heavy armour adds 2 points to Aragorn's Defence value. Normal armour adds 1. The two cannot be worn at the same time.

Horse: See Pack 23 for the profile for a horse.

Mighty Hero

Aragorn is a mighty hero – the heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might spent during his turn will reduce his Might store in the usual way.

➤ MIGHTY HERO

Aragorn spends his free point of Might for this turn to perform a Heroic Move. This still leaves him with 3 unspent points in his store.

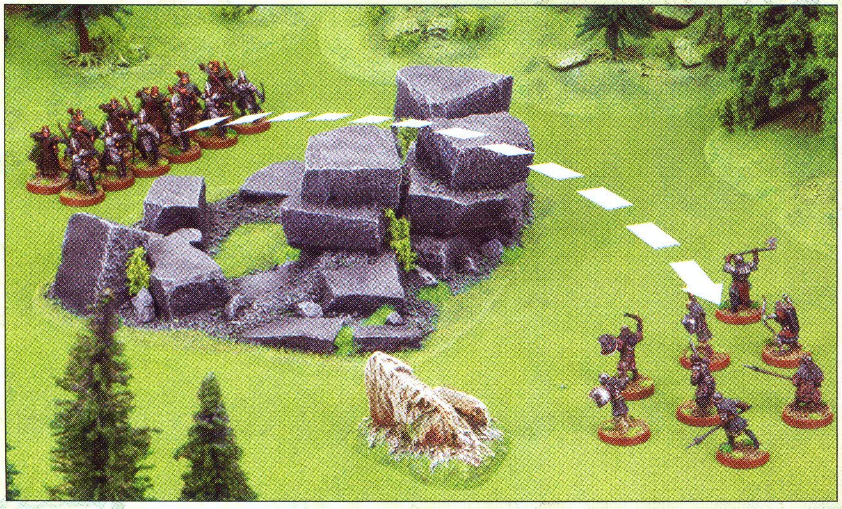
Volley Fire

Presented here are some new rules for you to use during your Battle Games. These rules allow you to fire a hail of arrows at your foes, like those seen fired by Haldir's Elves and Faramir's Rangers in The Two Towers *film.*

Skilled bowmen can coordinate their fire and loose volleys of arrows into the air, in order to rain death on enemies very far away and even out of direct sight! This kind of fire greatly increases the effective range of the weapon, but it also considerably reduces its accuracy and is effective only against densely packed enemy formations. To represent this in your Battle Games, use the following rules:

➤ AT HELM'S DEEP
Aragorn directs volleys of Elven bow fire into the heart of the enemy force.

◄ RANK AND FILE
These archers can join together to volley fire one group of 12 shots or two groups of six.



▼ INDIRECT FIRE
The archers can target the Orcs even though they are unable to see them directly.

Who Can Fire

- To use volley fire, six or more bow-armed models must be grouped together at the start of the Shoot phase. Each warrior must be in base contact with at least one other member of the group and be armed with the same type of bow. Crossbows cannot be used to volley fire.

- Models cannot be in the group if they moved over half their Move distance this turn.

Who Can Be Targeted

- When volley firing, the range of the weapon is doubled, but models that are closer than 42cm/18" cannot be targeted.

- Any enemy model within range of the firing group can be the initial target of the volley fire. The group does not need to be able to draw a line of sight itself, as long as at least one other friendly model can.

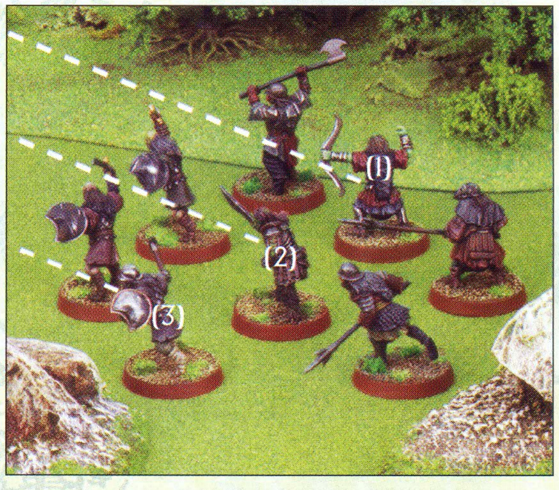
- The Evil player can choose any model in range as the target. However, the Good player cannot choose a model as the initial target if there are any Good models within 14cm/6" of it.

Working Out Hits

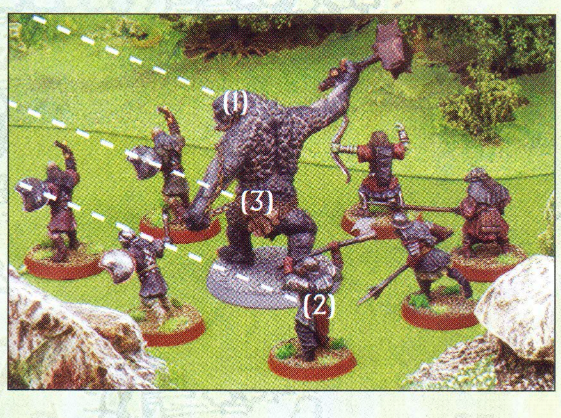
- One dice is rolled for each model in the group that is within range of the target. Do not use the models' Shoot values. Instead, each roll of a 6 is a hit.

- The first hit scored is always on the initial target. Any other hits are spread amongst the models within 14cm/6" of the target.

- Starting with the player who controls the initial target, alternate choosing which other models are hit until there are no hits left or all models within 14cm/6" of the initial target have been hit once.



◄ ALLOCATING HITS
The initial target (1) is chosen by the Good player. The Evil player allocates the next hit (2) and the Good player picks the final model to be struck (3).



► LARGE TARGETS
The Troll is the initial target (1), but because it is so large, the Good player may allocate a second hit against it (3).

- Each normal-sized model can only have one hit allocated to it. Extremely large creatures can be hit more than once. Models mounted on large bases – 40mm radius or more – can be hit once per Wound on their profile. Cavalry can be hit twice, once for the horse and once for the rider.

EXCEPTIONS TO THE RULE

- A barrier will count as being 'in the way' only if the model hit is in base contact with it and it is between the firing group and the target.

- Models inside a wooded area always benefit from an 'in the way' roll because of the trees.

- Models inside buildings or with some other solid protection overhead cannot be hit at all by volley fire.

◄ HARD COVER
The tiled roof over these warriors' heads prevents them from being targeted by volley fire.

Ambush in Ithilien™

Desperate to quell the flood of troops that are constantly arriving at Mordor, Faramir has led ambush after ambush. As an Orc column marches north to the Black Gate, answering the Dark Lord's summons, Faramir springs another deadly trap…

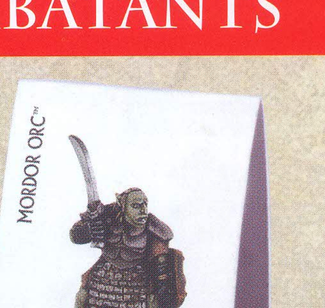
From concealed positions, the Rangers of Gondor launch their ambush against the Orcs intruding into their lands. The Orcs are thrown into disarray and the Rangers take advantage of their panic, firing volley after volley of arrows at the foul creatures and cutting them down in droves. Unfortunately the Rangers are horribly outnumbered and some Orcs scatter from the trap, breaching Faramir's cordon. As more Orcs surge towards the gap with only a handful of Men to stop them, Faramir leads a small force in an attempt to save the day. In this Battle Game, you find out if Faramir can cut off the Orc retreat or if the Orcs can turn the tide against the Rangers of Gondor.

▲ STEALTHY ATTACK

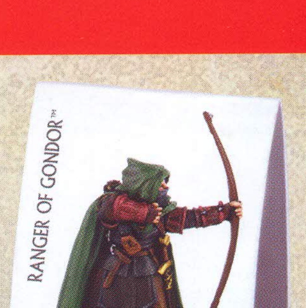
Faramir and his men spring an ambush on the servants of the Enemy.

THE COMBATANTS

You will need the Faramir model and the 12 Rangers of Gondor card figures that are included as part of this Pack. You will also need the 12 Mordor Orc models supplied with Pack 24, the 12 Mordor Orc card figures from Pack 17 and the Mordor Orc Captain card figure from Pack 7. See this Pack's Painting Workshop for advice on painting your Faramir model.



➤ *Card Mordor Orc figures were included in Pack 17.*



▲ *Card Rangers of Gondor figures are included in this Pack for use in the Battle Game.*

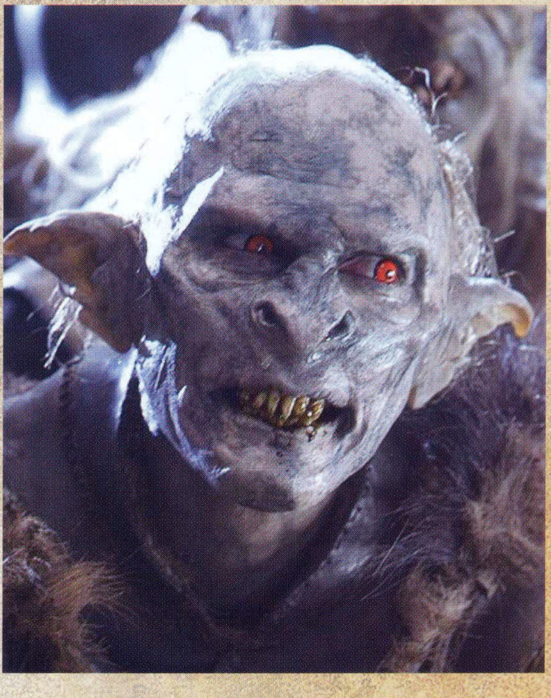
◄ *A miniature of Faramir, included in this Pack.*

CHARACTER PROFILES

Faramir's Rangers™

Led by Faramir, the Rangers of Gondor have been fighting a desperate battle to stem the flow of troops arriving at the Black Gate of Mordor. For every evil soldier Faramir and his Rangers kill, a dozen more make it through to reinforce Sauron's army. Faramir, the young Captain of Gondor, has seen the borders of his land continually violated and, like his brother Boromir, is determined to do whatever it takes to free his people from the tyranny of Mordor.

Mordor Orcs™



The misshapen Orcs form the backbone of Sauron's army. Dark Powers originally created these creatures as a twisted reflection of the Elves. Evil to the core, they willingly serve their more powerful masters. With the might of Mordor growing, Orcs cut a swathe of destruction across all the lands of Middle-earth. Sauron has called many of these creatures back to Mordor, but no matter where they roam, they are always alert for signs of The Ring.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/3+	4	5	2	2	5	14cm/6"	3	2	2
Ranger	4/3+	3	4	1	1	3	14cm/6"	-	-	-
Orc Captain	4/5+	4	4	2	2	3	14cm/6"	2	1	1
Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-

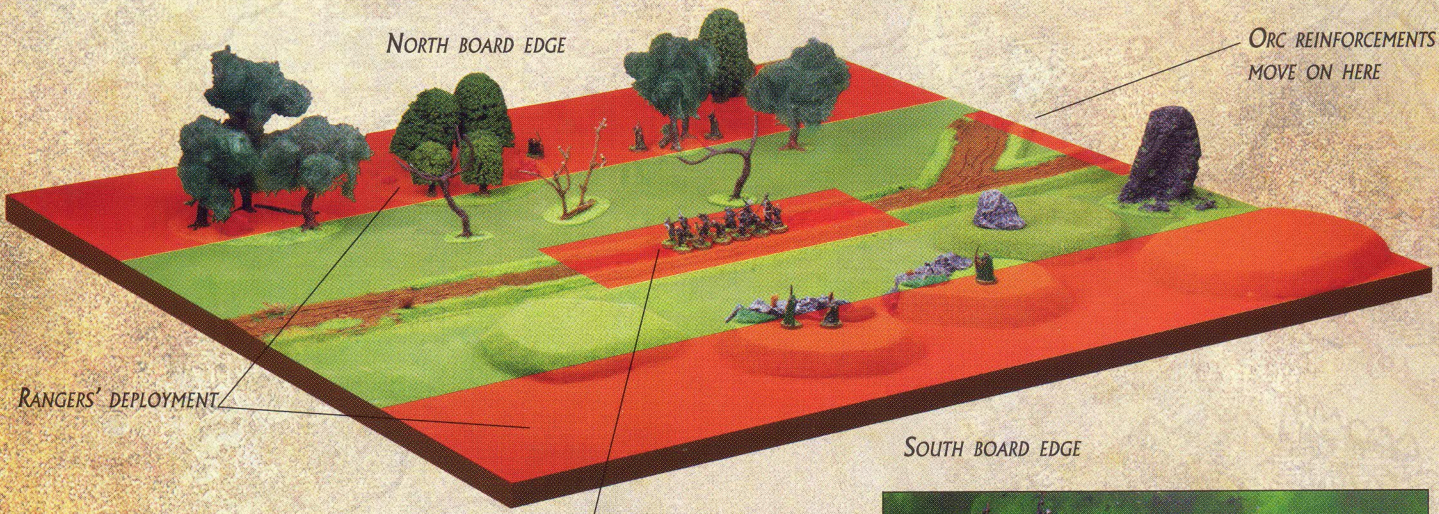
Faramir's full rules are presented in this Pack. Rangers are detailed in Pack 23 and Orcs are covered in Pack 24. Orcs with shields have +1 Defence on their profile, increasing it to 5.

The Gaming Area

The gaming area should measure approximately 120cm/4' by 120cm/4'. A road (approximately 7cm/3" wide) runs down the centre of the board. The rest of the table should be set up with plenty of rocky outcrops and trees to simulate the ruggedly beautiful landscape of Ithilien.

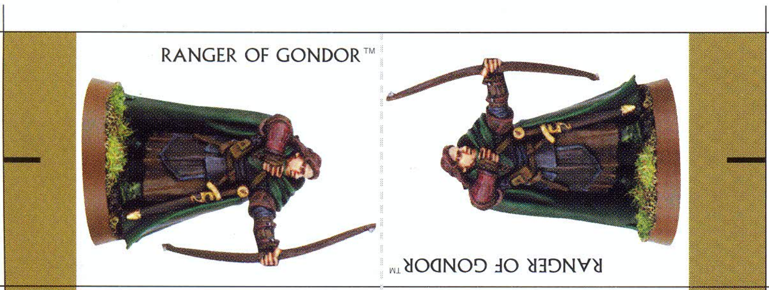
Starting Positions

The Good player sets up a group of three Rangers on each side of the road, no further than 28cm/12" from the board edge as shown. When this has been done, the Evil player places 12 Orcs on the road, no closer than 42cm/18" to any board edge. The Good side starts the game with Priority.



▲ CAREFULLY LAID TRAP
The Rangers of Gondor prepare to ambush the band of Orc warriors.

➤ REINFORCEMENTS!
The Orc reinforcements arrive, led by an Orc Captain.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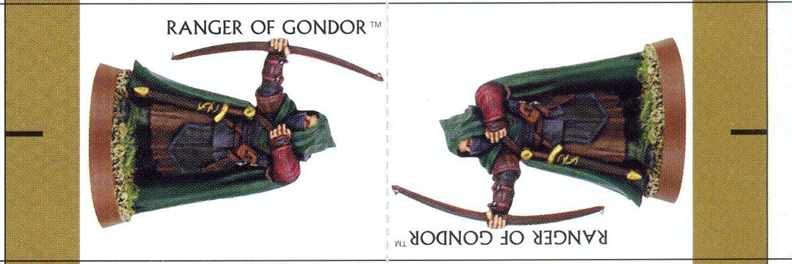
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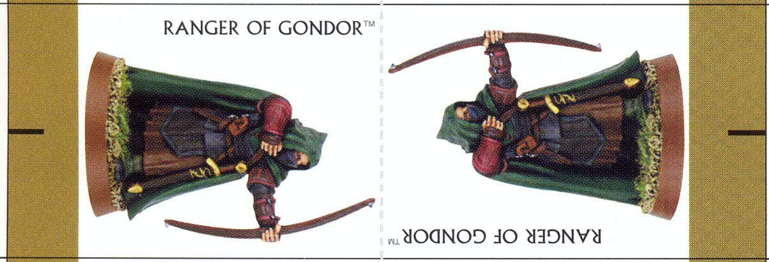
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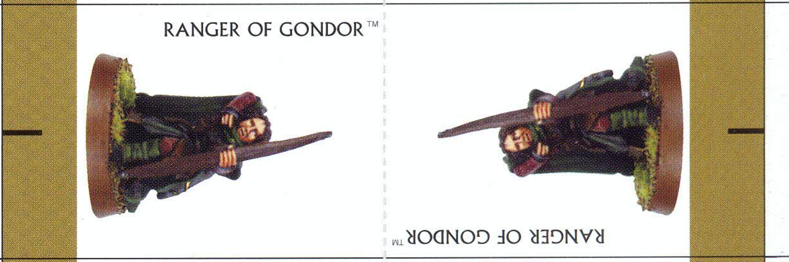
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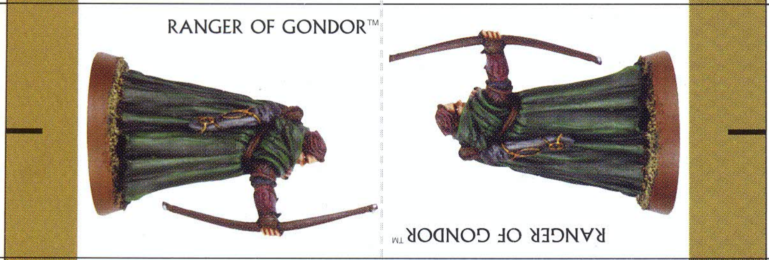
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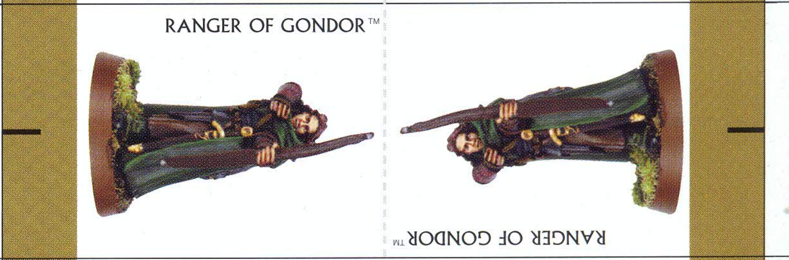
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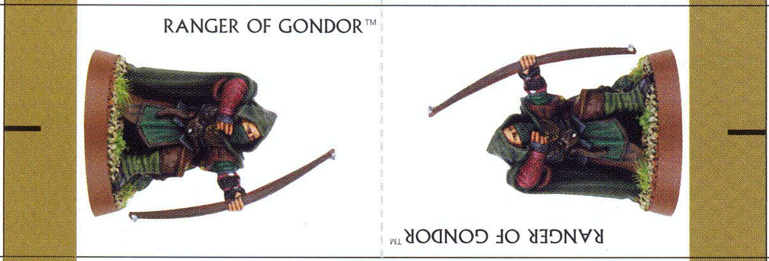
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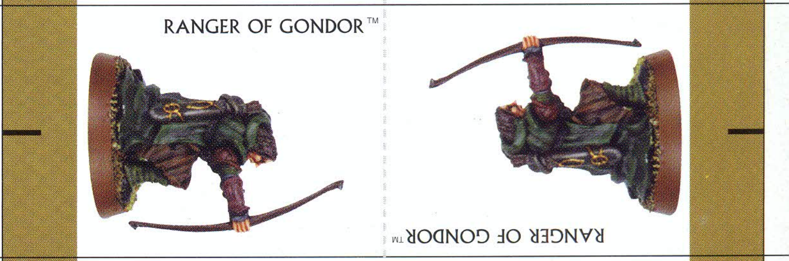
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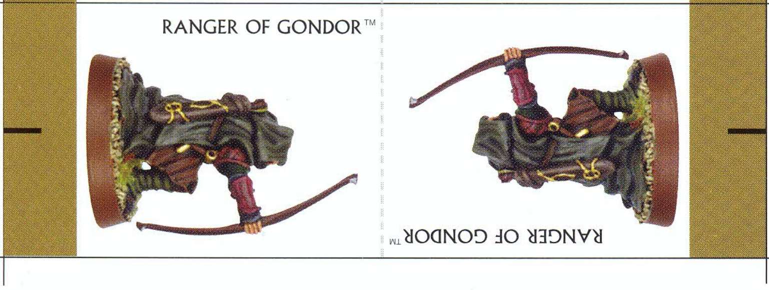
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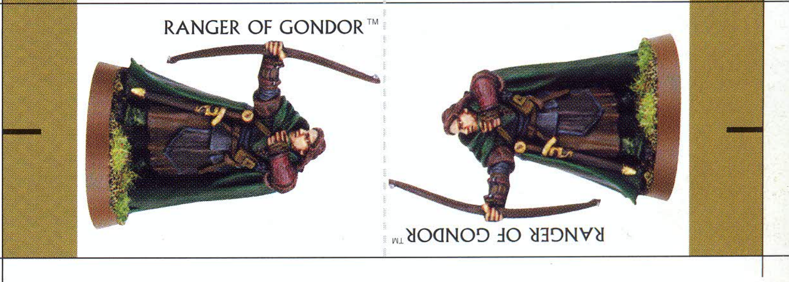
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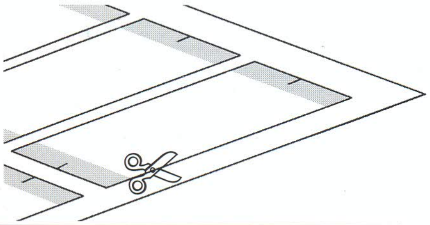
ASSEMBLING YOUR LORD OF THE RINGS™ CHARACTERS

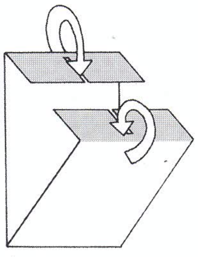
STAGE 1:

Using scissors, carefully cut out your character along the lines indicated. Then cut the two marked slots on the tab.



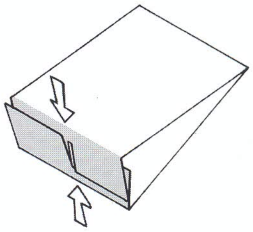
STAGE 2:

Fold the character in half along the dotted line and fold the tabs at the bottom.

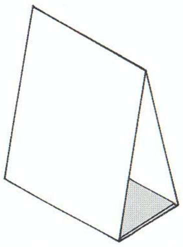


STAGE 3:

Finally, join the tabs together using the slots you made earlier.



Your character is now ready for play!



Special Scenario Rules

To represent the stealthy attack of the Rangers, the following special rules are used:

Stealth Attack

After both sides have deployed but before the first turn, each Ranger may shoot with their bows at a single target. The normal rules for Shooting attacks apply.

▲ STEALTHY ASSASSINS

The Rangers of Gondor receive a valuable opportunity to shoot before the Orcs have a chance to react.

Reinforcements

Just as Faramir is rushing to the scene, an Orc Captain also observes the situation. Both commanders hurry towards the critical skirmish with as many of their warriors as they can muster. The remaining troops arrive on the fourth turn and may be moved onto the board by the controlling player during their Move phase. Faramir and the last of the Rangers may move on from either the north or south board edges. The Orc Captain and the remaining Orcs move onto the board in the position shown on the map. The newly arrived models may not charge, but may otherwise act normally.

WINNING THE GAME

- The Good side wins if 20 Evil models are killed.
- The Evil side wins if 6 Good models are killed.

Alternative Approaches

Different Forces

You may want to play this scenario with alternative forces. As the battle is an ambush by archers against more numerous opponents on foot, you could easily swap the Rangers for Elves. Instead of Faramir, Aragorn could lead Elf swordsmen as reinforcements against the Orcs. Or perhaps the Evil side has sprung an ambush against the Good side. Goblin and Orc archers could be raining arrows on a patrol of Warriors of Minas Tirith or Rohan. Grishnákh or an Orc or Goblin Captain could lead the reinforcements for the Evil side. Pack 17 has advice on what to consider when balancing forces.

'Gondor is weak. Sauron will strike us soon.'

FARAMIR™

◄ FOR GONDOR!

Faramir rushes to intercept the Orcs as they break through the ambush.

Faramir™

The younger brother of Boromir, Faramir is an experienced Ranger of Gondor. He is an expert at blending in with his surroundings and here we show you how to paint this hero of Men with all his subtle green and brown tones.

◄ MASTER OF STEALTH
Faramir wears natural green and brown tones that allow him to blend in with his surroundings.

In this Painting Workshop we look at how to paint your metal Faramir model. Faramir has what appears to be a very simple brown and green colour scheme. The challenge lies in making the different shades of green and brown stand out from each other. A neat painting style and good use of colour palettes will make sure that the various earthy tones on the model look vibrant and distinct.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
DARK ANGELS GREEN
SNOT GREEN
BLACK INK
BOLTGUN METAL
MITHRIL SILVER
BESTIAL BROWN
FORTRESS GREY
CATACHAN GREEN
BLEACHED BONE
SCORCHED BROWN
SNAKEBITE LEATHER
SHINING GOLD
CODEX GREY
DARK FLESH
BUBONIC BROWN
DWARF FLESH
FLESH WASH
CAMO GREEN
GOBLIN GREEN

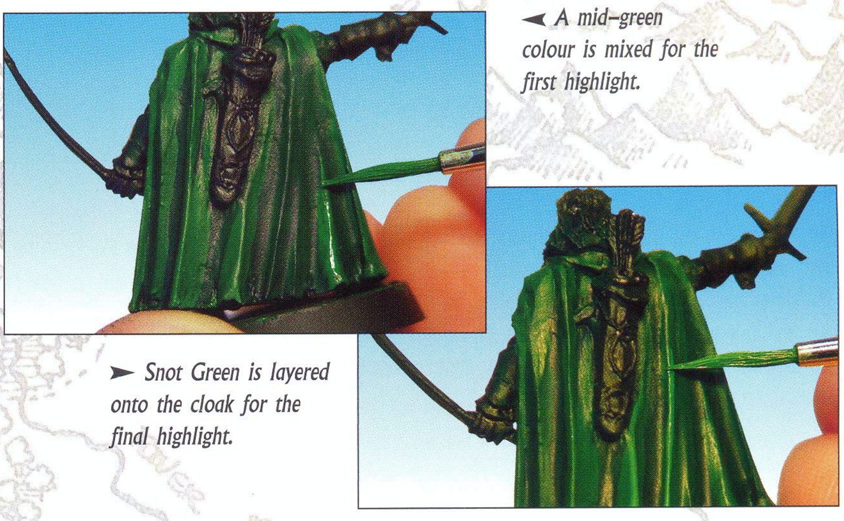
Choosing Paints

Every Painting Workshop in *Battle Games in Middle-earth* gives specific colours for you to use on your models. However, it is quite likely that you will not have every one of the paints required, either because you are still building up your collection of Citadel Colour paints or because you are using a different range of paints. This is not a problem as the colours we have specified are only suggestions. If you want to end up with a model that looks similar to ours, simply use the paints you possess to mix up a colour that is as close as possible to the one required.

Painting Your Miniatures

1 Painting the Cloak

The cloak is painted first because it not only covers the largest area of the model but also shows through the gaps between the arm and body and between the legs. These areas will be very tricky to get at later. Paint the entire cloak with an even coat of Dark Angels Green. The highlights are applied to the raised folds of the cloak using the layering technique described in last Pack's Painting Workshop. The first stage is a mix of Dark Angels Green and Snot Green. The final highlight is Snot Green alone.

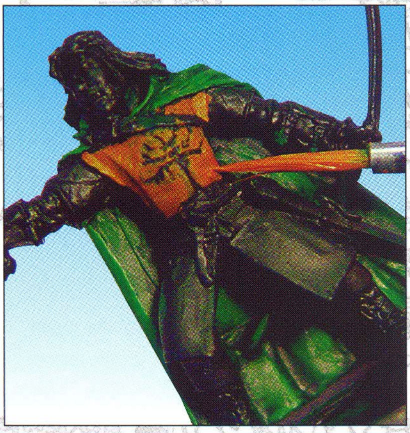


◄ *A mid-green colour is mixed for the first highlight.*

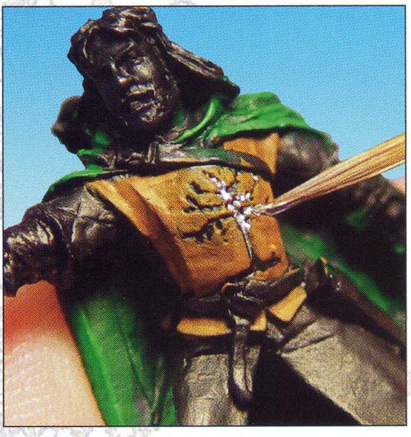
➤ *Snot Green is layered onto the cloak for the final highlight.*

2 The Breastplate

Faramir has an ornate leather breastplate displaying the heraldry of Gondor. However, like the rest of his apparel, it is quite muted in colour. Apply a coat of Bestial Brown to the breastplate. Next, highlight this with a mix of Bestial Brown and Fortress Grey, being very careful to avoid the recesses. Finally, with a fine brush, paint Mithril Silver into the tree pattern. If you go over too much of the breastplate, simply use Bestial Brown to touch up the spills.



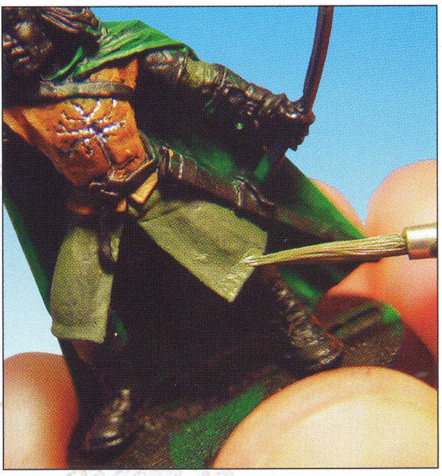
▲ *Paint the breastplate with Bestial Brown.*



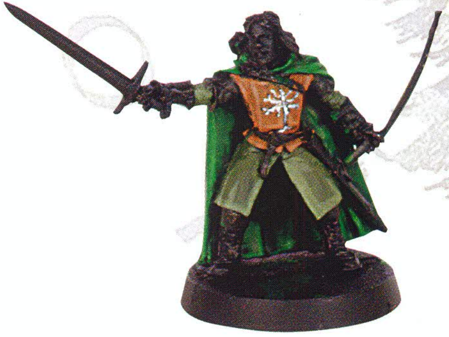
▲ *A fine detail brush will be required for the intricate tree symbol.*

3 The Tunic

Faramir's tunic, including his undershirt, is a very drab, natural-looking green compared to the brighter greens of his cloak. This is achieved by using a coat of Catachan Green. Add Bleached Bone to the green and use this mix to highlight the tunic.



➤ *A mix of Catachan Green and Bleached Bone provides a drab green.*

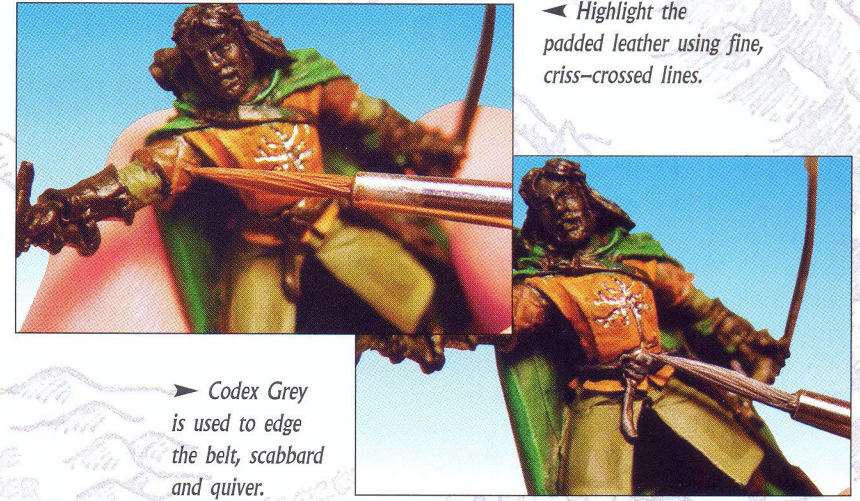


▲ *Faramir at the end of Step 3, with the main areas painted.*

4 Leather, Scabbard and Belt

The padded leather armour beneath Faramir's breastplate can be painted in a darker brown tone to distinguish it. Paint the padded sleeves Scorched Brown, using the black lining technique to provide extra contrast with the breastplate. Highlight the quilted pattern with a mix of Scorched Brown and Fortress Grey.

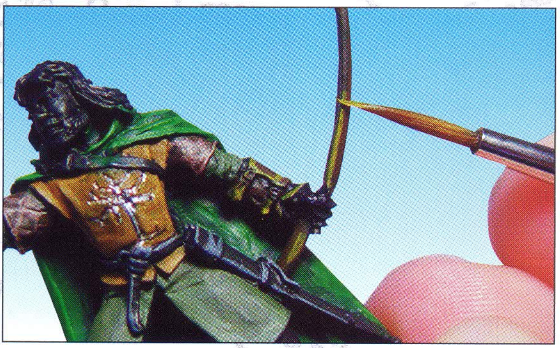
To provide a contrast with all the neutral brown tones on this model, the rest of the leather areas are painted Chaos Black. Apply an even coat of black to the straps, belt, scabbard and quiver. Highlight this with Codex Grey, applied to the sharpest edges.



◄ Highlight the padded leather using fine, criss-crossed lines.

➤ Codex Grey is used to edge the belt, scabbard and quiver.

➤ Highlight the bow with a warm brown such as Snakebite Leather.

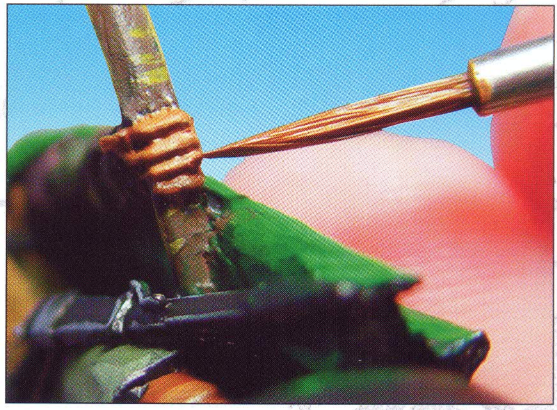


5 The Bow and Bracers

The bow and the leather bracers that cover the lower arms can be painted the same shade of brown. You can also paint the upper portion of the quiver in this colour. Begin with an even coat of Scorched Brown. Highlight this with Snakebite Leather to provide a warmer tone. This contrasts subtly with the cold brown of the padded leather sleeves.

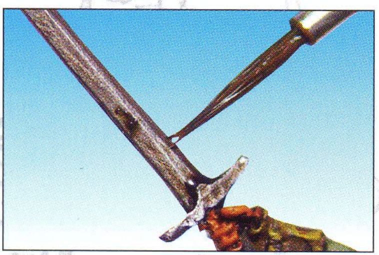
6 Gloves and Boots

Beneath the bracers, Faramir wears leather gloves, providing yet another layer of brown. This time, you can provide contrast by painting them a red brown. By painting his boots the same colour, you provide 'balance' to the model. Give the gloves and boots a coat of Dark Flesh. Highlight this by adding Bubonic Brown or similar light tan colour to Dark Flesh. When highlighting the boots, you might find it easier to dry-brush the laces with this highlight colour.



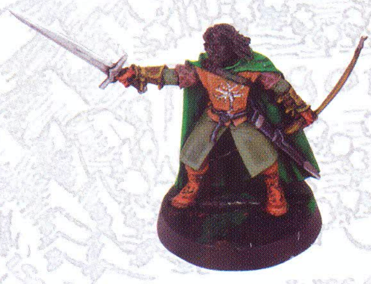
◄ Pick out all the raised details such as the fingers with a mix of Dark Flesh and Bubonic Brown.

➤ A wash of Black ink will add realistic definition to the metallic areas.



7 The Metal

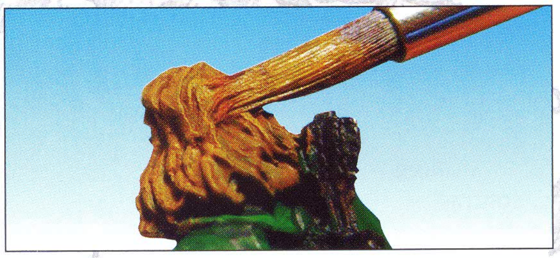
The sword, tips of the bow and scabbard decoration are all painted Boltgun Metal. Over this, apply a thin wash of Black ink to provide deep shading. Finally, once the ink is dry, use the silver edging technique to highlight all the metal areas in Mithril Silver.



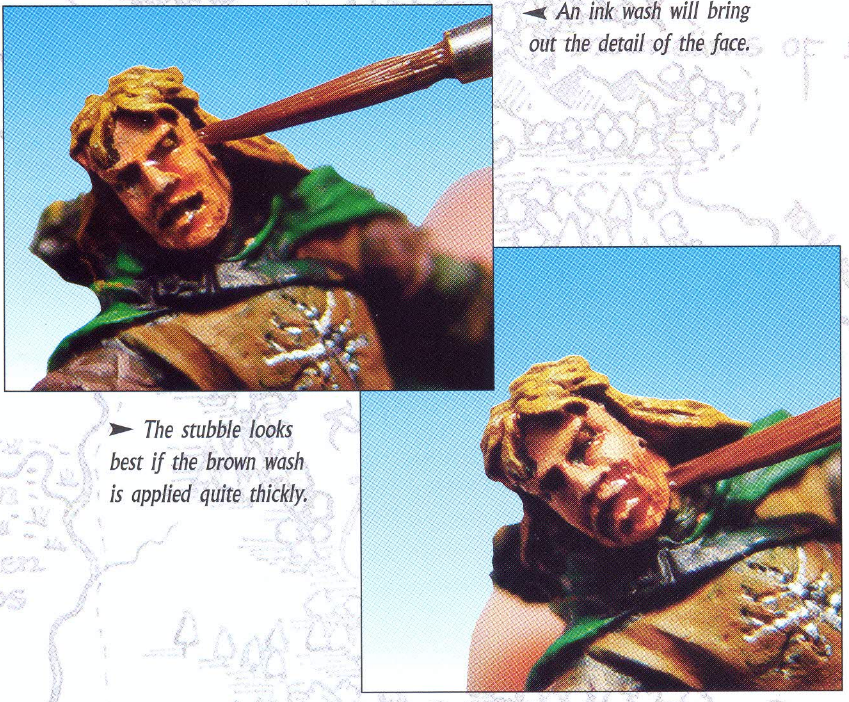
▲ Faramir, ready for his skin and hair to be painted.

8 The Hair

The hair is initially painted Bestial Brown. Faramir's hair is untidy and heavily textured and so lends itself well to dry-brushing. Mix Bestial Brown with Bubonic Brown and carefully dry-brush this mix over the hair.



◄ *Dry–brush the hair with the light brown mix.*



◄ *An ink wash will bring out the detail of the face.*

► *The stubble looks best if the brown wash is applied quite thickly.*

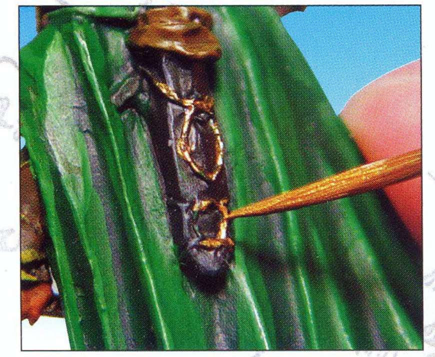
9 Faramir's Face

Being the only area of skin on the model, the face is the focal point. As such, it has been left until last to avoid getting any splashes or runs on it. Begin by painting the face with Dwarf Flesh. You may need more than one coat to achieve a smooth, even finish over the black undercoat. Shade the face with watered-down Flesh Wash. Once this is dry, highlight the brow, nose and cheekbones with a mix of Dwarf Flesh and Bleached Bone.

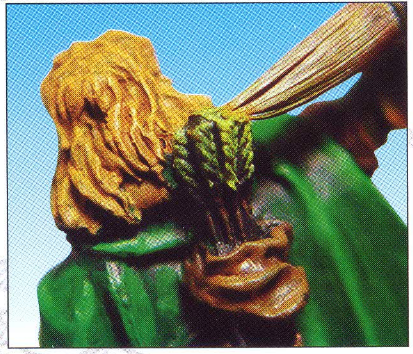
Faramir's time out in the wilds often leads to his appearance becoming unkempt. To represent this, you can add stubble to the lower part of the face. Use watered-down Scorched Brown to achieve this effect. Aim for a consistency a little thicker than a normal wash, so that it dries a little patchy. This patchiness will look more realistic than a smooth colour.

10 Finishing Off

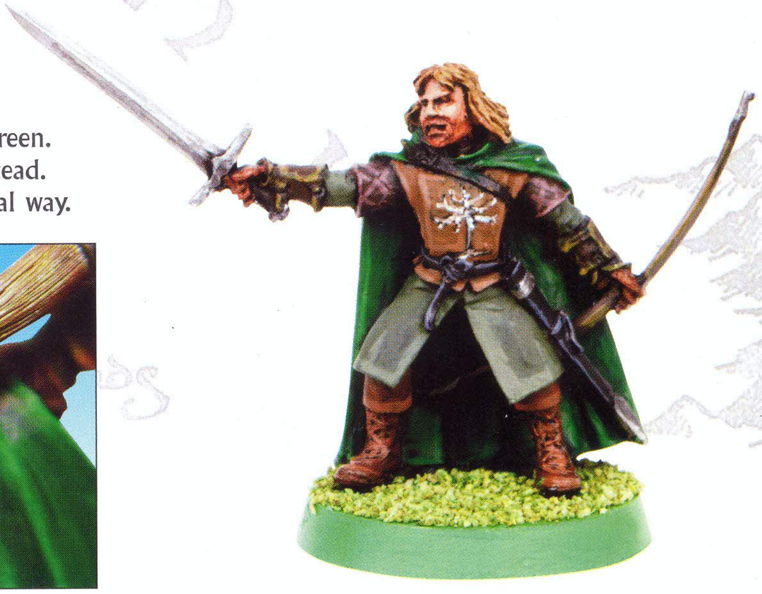
All that is left to do is paint the final details and base the model. First, use Shining Gold to paint in the raised details on the quiver. The shafts of the arrows are simply dry-brushed with Scorched Brown, while the flights are dry-brushed with a light green. We used Camo Green, but you can easily use Goblin Green instead. Finally, the base is painted Goblin Green and flocked in the usual way.



▲ *Pick out the detail of the quiver with Shining Gold.*



▲ *Dry–brush the arrow flights with Camo Green.*



▲ *Your finished Faramir, ready to lead his Rangers through the wilds.*

Pathways and Roads

In this Modelling Workshop we look at techniques that will enable you to make your own roads and pathways, perfect for this Pack's ambush Battle Game. Roads can add a scenic focus to flat areas of the battlefield and are often of strategic importance as you play.

Whether it is The Fellowship striding along a wilderness pathway, the forces of Mordor marching into an ambush or the Men of Minas Tirith holding on to a strategically important crossing, pathways and roads are scenically attractive and often strategically important in Battle Games. Pathways can lead through forests and woods, allowing your troops to move unhindered by the difficult terrain. Likewise, roads will often provide the quickest way of moving off a board, or perhaps they lead to a vital bridge crossing or vantage point. In this Pack we look at making pathways and roads from the most basic materials, all the way up to impressive scenic pieces.

◄ GUARDING THE TRAILS
The Rangers of Gondor watch the roads for signs of the enemy.

You Will Need

Hardboard, foam card, thick mounting board or thick packing card

Sharp modelling knife

PVA glue and plaster filler

Pencil or cocktail stick

Brush bristles and small stones

Flock and coarse turf

Polystyrene

Hot wire cutter

Modelling sand

Black spray paint

Chaos Black, Scorched Brown, Bestial Brown, Bleached Bone, Goblin Green and Fortress Grey acrylic paints

Improvised Materials

In this Modelling Workshop we use modelling sand as a texture material. However, it is quite useful to have alternative materials to use as texture. Gravel, cat litter, granulated cork and coral sand are all great materials that add different kinds of texture to a surface.

Gravel

Granulated cork

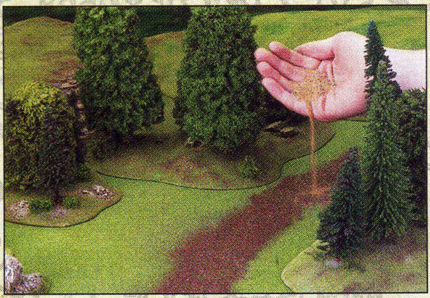
Coral sand

Pathways

Pathways are perfect for linking together other pieces of terrain on the gaming area. Here we show you some great ideas to incorporate into your Battle Games.

❶ Simple pathways

Although it looks great to have specifically modelled scenery, sometimes the best solution to creating an exciting scenic focus is to improvise. This is especially true when it comes to pathways, which will often stretch across the whole board, winding through woods, around lakes and over hills. It would be very time-consuming to create specifically modelled terrain pieces to achieve this; however, by using sand sprinkled on the battlefield to represent this, it will take only minutes.



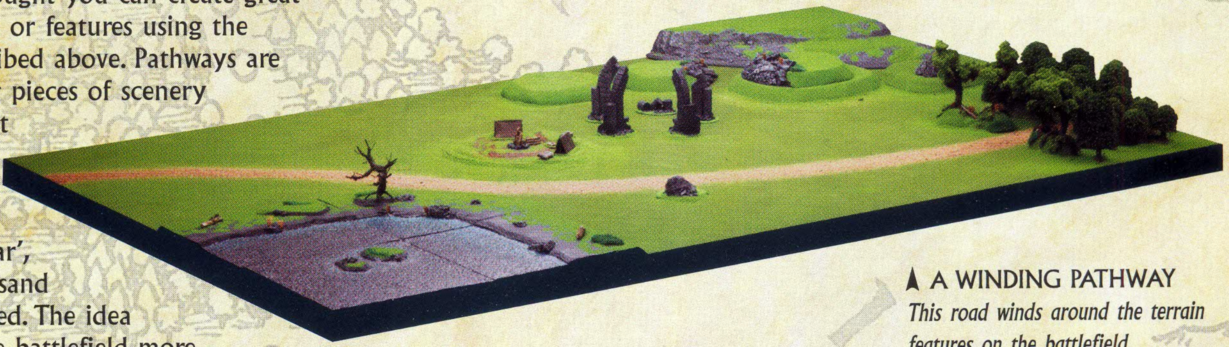
◄ SPRINKLING SAND
The simplest pathways are made from loose sand.

▲ AMBUSH ON THE ROAD
Roads and pathways are of great strategic importance in times of war.

❷ Pathways in Games

With a little thought you can create great scenic set pieces or features using the technique described above. Pathways are ideal for linking pieces of scenery together. A great example of this is in Pack 23 and 24's Battle Game 'Open War', where a simple sand pathway was used. The idea was to make the battlefield more believable, so we placed the path near the ruins and running off into the woods, suggesting a well-travelled route passing by important features. The path also ran by a campsite that had been set up across from the lake, again adding a narrative to the battlefield, as travellers or perhaps marauding Orcs had stopped near a water supply on this trail. Try applying some of these ideas to your Battle Games to improve the look of your battlefield.

NB. At the end of your game, carefully brush the sand back into a container.



▲ A WINDING PATHWAY
This road winds around the terrain features on the battlefield.

◄ WOODLAND PATH
Combined with other terrain, sand pathways can look very effective in your games.

Roads

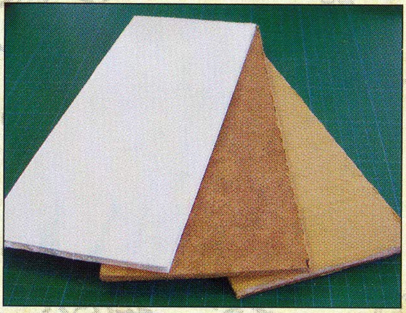
While pathways represent wilderness roads and hidden trails, larger, well-defined roads are found linking towns and villages throughout Middle-earth.

❶ The Base

Many of the considerations and techniques for making roads are similar to those used for rivers in Pack 14. The most important consideration is what material to use as the base. We used foam card for our road sections, but hardboard, mounting board or thick packing card is also fine. For more information on these materials see Pack 14's Modelling Workshop.

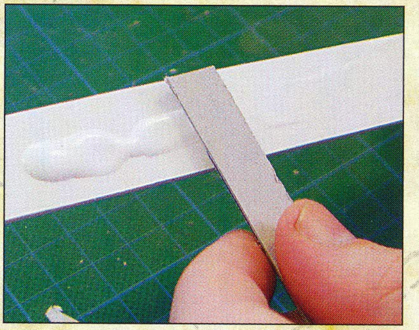
The sections should be 30cm/12" long by 11.5cm/4.5" wide. Mark these on your base material and cut them out. The road banks can be made from corrugated packing card or foam card. We chose to use foam card.

The banks were cut roughly 2cm/1" wide and the same length as the base. Glue a strip each side of the base, leaving a small gap, roughly 5mm, from the edge. This will allow you to cut the bank at a smooth, more natural angle.



▲ MATERIALS

Although each of these base materials are fine to use, we found that foam card was the best.

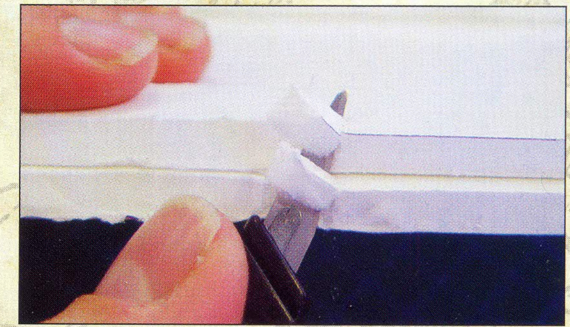


▲ SMOOTHING THE PVA

Spread the PVA over the surface of the foam card with a piece of card.

Planning the Road Sections

As with the river from Pack 14, it is a good idea to plan your sections before you begin to make your road. Roads are usually straight, and don't meander like rivers unless there is something in their path. This model road is made in sections, each about 30cm/12" long. These sections are placed end to end to form a straight road. We decided to make enough sections to stretch in a line across a 120cm/4' gaming board, along with an extra section to make a fork in the road (see pg 21).

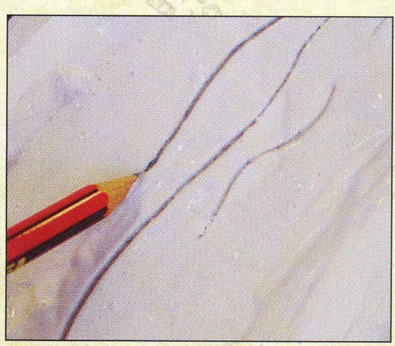


▲ ANGLING THE BANKS

Carefully whittle down the foam card edges until you achieve a smooth slope.

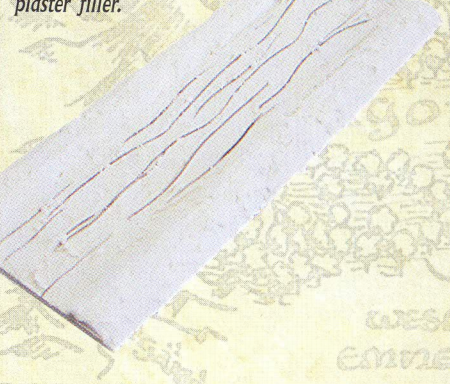
❷ Texturing the Road

Cover the road quite thickly in plaster filler, using the edge of a card strip and leaving a fairly rough finish. This will help give the impression of a well-used, muddy road. To make grooves and tracks in the road, simply take a pencil or cocktail stick and score the still wet plaster filler a few times along the section. Apply a thinner coat to the banks to add texture and also to cover any gaps or rough edges. If you want a coarser texture, sprinkle some sand over the still wet plaster filler.



◄ GROOVES IN THE DIRT

Use a blunt pencil to score grooves in the plaster filler.

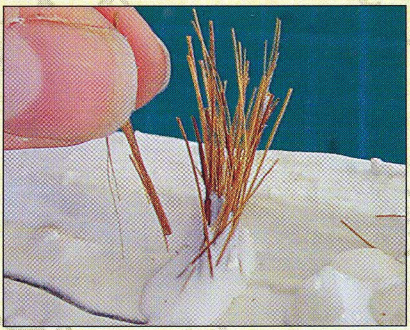


► READY FOR DETAILS

Your road at the end of Step 2, with grooves scored into the surface.

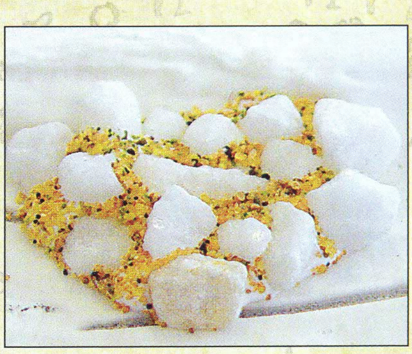
③ Details

Adding a few details will greatly enhance your model roads, although it is not necessary to do this to every section. Before painting, glue down some large rocks and add some reeds, as described in Pack 14's Modelling Workshop. These can be placed anywhere on the road – on our example we have placed them near the bank.



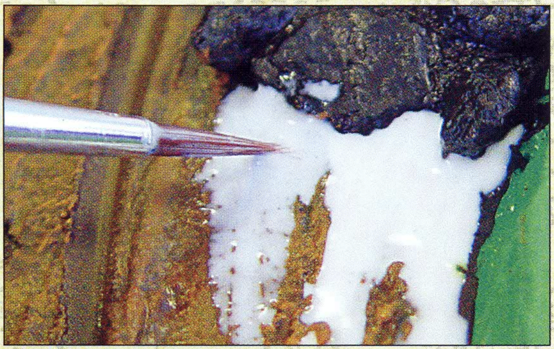
◄ CLUMP OF REEDS

Place the brush bristles into a small blob of PVA so that they stand upright.



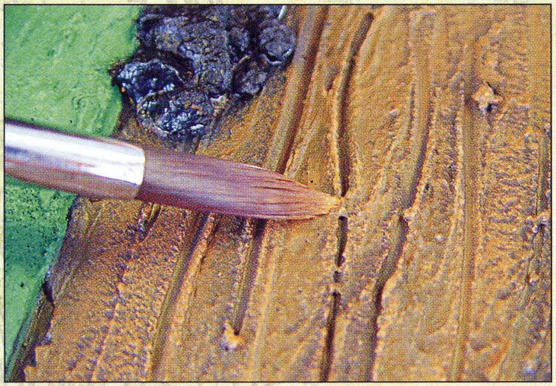
➤ PILE OF ROCKS

Fill the gaps between the rocks with modelling sand for a realistic effect.



◄ MAKING PUDDLES

Apply neat PVA to the recesses of the road to make puddles.



➤ LIGHT DRY-BRUSH

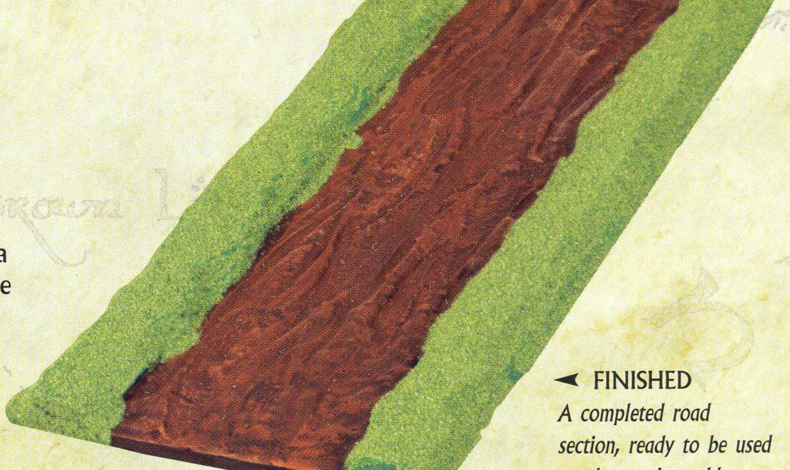
Pick out the texture of your road surface with a dry-brush of Bestial Brown and Bleached Bone.

④ Painting the Model

Paint or spray the entire section black. As you have covered the section in plaster filler, the spray will not melt the inner layer of the foam card. Once the undercoat has dried, paint the road part of the model Scorched Brown. Let this dry thoroughly before you dry-brush the road with Bestial Brown. Rather than one heavy dry-brush, try applying two or three light coats, as the effect will be better. Finally, mix Bestial Brown with a little Bleached Bone and lightly dry-brush any ridges and peaks on the road surface. You may wish to add puddles to your roads. This is an easy technique – simply apply a couple of layers of PVA glue to the area you wish to look wet. If you want to make the puddle seem really dirty, then mix a tiny amount of Chaos Black into the PVA.

⑤ Finishing Off

Finally, paint the banks Goblin Green. Once this is dry, apply a coat of PVA and cover the glue in flock. Shake off the excess and again leave the model to dry. At this stage you may like to glue some foliage to the banks for extra detail.

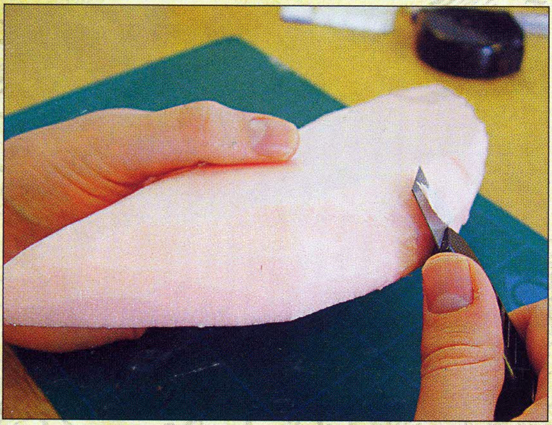


◄ FINISHED

A completed road section, ready to be used on the gaming table.

Road Features

Roads often snake around terrain such as hills, rocks or embankments, so you can combine these elements in a single model. Making a fork in the road will also add variety.



◄ EMBANKMENT

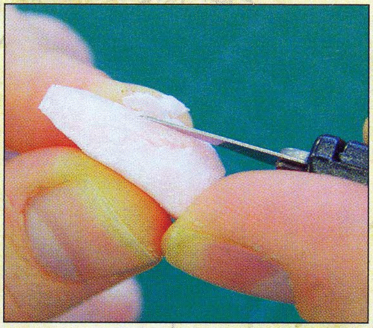
Carefully carve the shape of a rocky embankment into a piece of polystyrene.

1 Rocky Embankment

To really make your road come to life, you can create a more impressive road feature. Here we show you how to make a rocky embankment, perfect for providing extra cover on your road. This section should be 30cm/12" long so that it fits with the others you have made. Using a hot wire cutter or saw, cut a bow-shaped piece of 2½cm/1" thick polystyrene to be your embankment, which is about 25cm/10" long by 9cm/3½" wide. Shave the edges of this block with a modelling knife to create an angular, worn rock effect. Now take your rocky embankment and use it as a template to draw around, allowing you to plan the shape of your road section.

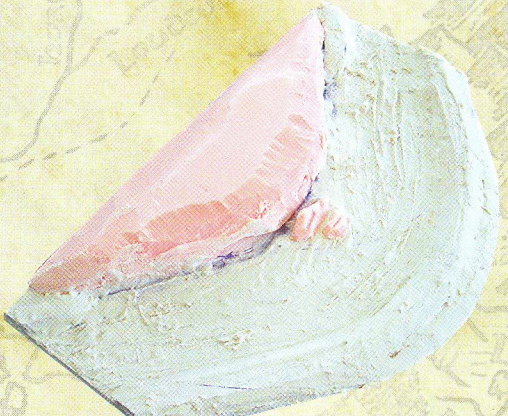
2 Making the Base

Cut out your road section base and use PVA glue to attach the embankment. Once this has dried, you can add the banks to the model. The bank does not run all the way round the rocky embankment side, so only cut out two small pieces that will go at each end. Cut the other bank to match the curve of the road section and glue all the pieces to the base with PVA glue. Cut the banks' edges at an angle as before. Take some off-cuts of polystyrene and, using a craft knife, cut them into rocky shapes. Glue these to your base using PVA glue next to the rocky embankment. Finally apply a coat of plaster filler to the road section as before and cover any gaps on the banks.



▲ TRIMMING THE STYRENE

Use a sharp craft knife to trim the styrene into rock shapes.

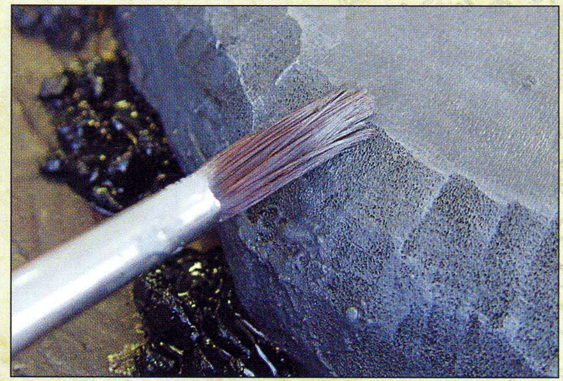


▲ READY TO PAINT

The final stage before painting is to apply the plaster filler.

3 Painting the Model

Undercoat your model black and paint the road section as before. Next, mix Chaos Black and a little Fortress Grey together and dry-brush the rocky embankment. Once that is dry, repeat the process, but this time add a little more Fortress Grey. Finally add more Fortress Grey to the mix and very lightly dry-brush the craggy, angular edges of the rocky embankment.



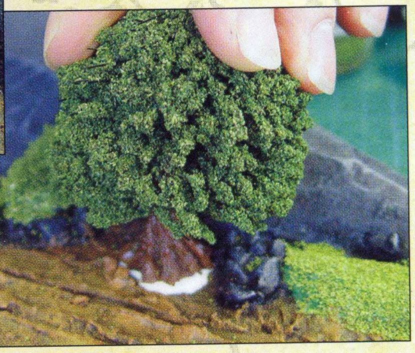
◄ STONE SURFACE

Dry-brush the rocky embankment grey to make it look like natural stone.

4 Adding Details

To complete your model, add flock to the bank as before. You may also like to flock some patches on the rocky embankment to represent moss. Finally, there are a few further additions that will really enhance your model. Piles of rocks can be added as explained earlier, along with coarse turf to represent foliage growing up the embankment. If you really want to go to town, you can even add a tree or two for a really impressive finish.

◄ COARSE TURF
Clumps of foliage add further realism to your model.

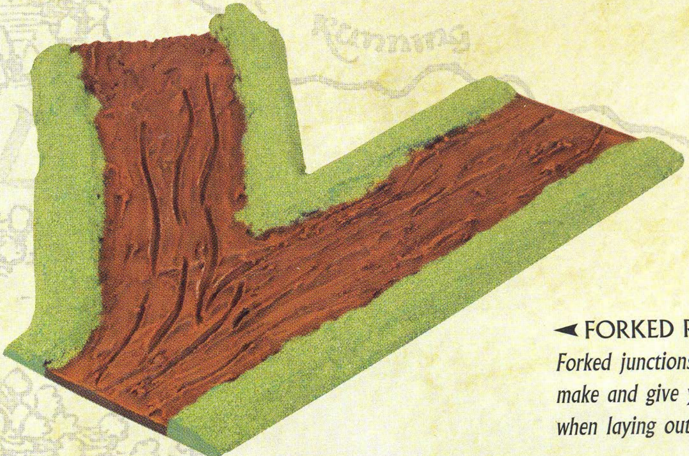


► ADDING TREES
The quickest way to add trees to your embankment is to buy ready-made ones.

Alternative Approaches

Fork in the Road

Roads are easy to make and, with a little thought, extra features can be made. A fork in the road will add flexibility, allowing an extra road to link to the main one, or an additional entrance or exit point on the battlefield. The construction is essentially the same as a normal road section, just a different shape. The banks are best glued in two parts around the 'V' in the road and any gaps can be filled with plaster filler.



◄ FORKED ROAD
Forked junctions are easy to make and give you more options when laying out your road.

◄ ROADS AND PATHWAYS
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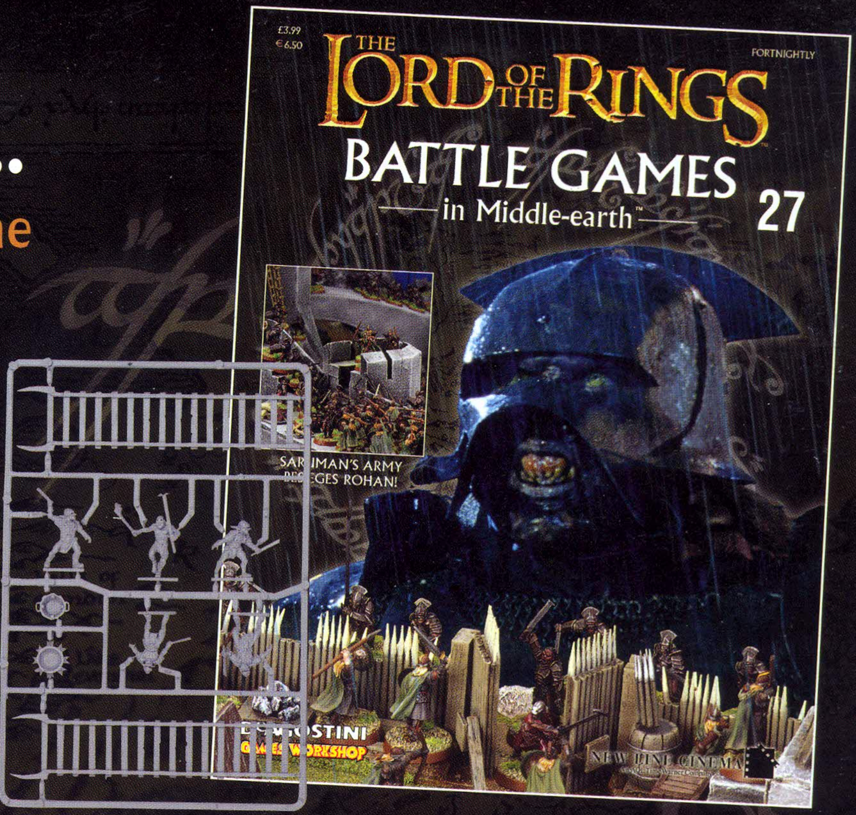
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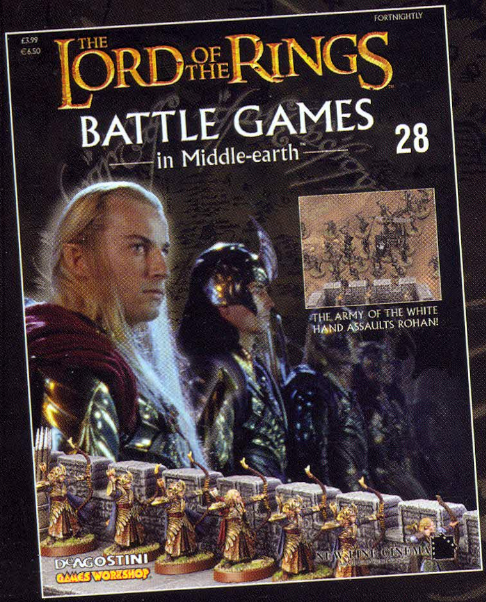
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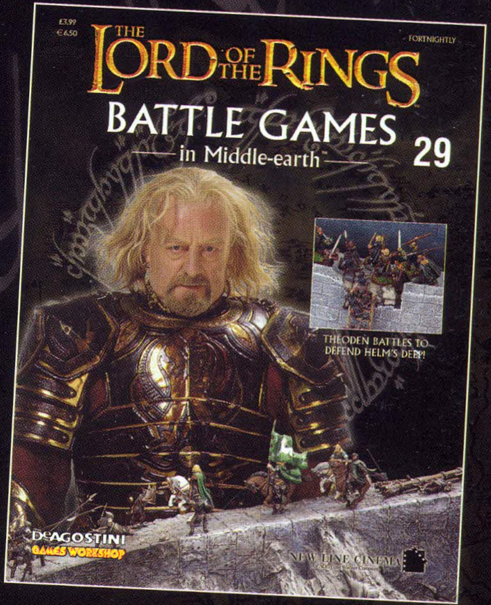
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